The expert user club Newsletter

EXPERTISE

Welcome to issue 3 of EXPERTISE. Do you like the posh, new EXPERTISE cover ? Its pretty good - we think, and means the subscription rates will only rise by 1000% next year to pay for it. But it does show that the EUC is a force to be reckoned with.

Now, about this issue. This month we are giving over most of the available space to cheats and pokes which have been sent in by members, and also to a much extended Q value list. You'll also find details of how to transfer some of the very latest games to disk. These particular games are a bit trickier to transfer, (those naughty games programmers are at it again) so we are passing on a bit more help. Thanks to the geniuses responsible.

Don't forget to send in, your entries for the JINGLE competition described last month. Closing date is on or about 31st December '86 or whenever we have sobered up thereafter.

BACK ISSUES

These are available for 65p each. The first issue was OCTOBER '86.

NEWS - UPGRADES

In January the next upgrade will be released called V1.9/2.9. Price is the usual £3.50 including disk or £2.00 exchange.
It will have a brand new machine-code monitor/operating system on it with - wait for it - AN AUTOMATIC Q VALUE FINDER, PLUS lots more monitor commands for you to corrupt your favourite games with. Further details are given later in this newsletter.

NEWS - SOFTWARE HOUSE RIPS OFF EXPERT ROUTINES.

America's Cup Challenge. If you haven't got this game, you may be interested to know that the EXPERT compacting/uncompacting routines have been pinched by the software house and used in this game. Trilogic's permission was NOT obtained - but they can benefit by publicising the fact that this bit of code has been ripped off in this way.

NEWS - ZAP FORCED TO WITHDRAW EXPERT COLUMN

Finally, many of you will have seen and hopefully tried the cheats published in the EXPERT USERS column which was to be found in ZAP 64 each month. Unfortunately, ZAP have been pressurised by (we believe) US GOLD into withdrawing the column. It seems the petty, small minded people in charge at US Gold have threatened to withdraw their adverts (worth thousands) from ZAP so we can't blame ZAP totally. We deplore this type of behaviour - the EXPERT is here to stay - but please - use it responsibly - it is NOT MEANT TO BE USED AS AN AID FOR SOFTWARE PIRACY.

NEXT MONTH

From next month, we will be giving away a small - no, very small - prize for the best cheat published so get hacking.

We'll also be going into the new monitor commands in some detail. For those of you new to machine-code, we'll be attempting to show that you don't have to be a whizz kid or have a degree in computer programming to dabble. If anyone has any suggestions as to what they'd like us to explain about m/code, then please drop me a line at the usual address.

FINALLY

It just remains for me, on behalf of us all at the EXPERT USER CLUB, to wish all of you an enjoyable Christmas Break and a prosperous New Year.

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GOSSIP

More gossip again - this time about one of the EXPERT's competitors who shall remain nameless.

Apparently, they phoned Trilogic and asked them to change their Expert adverts as they had decided to change theirs. They also had the cheek to suggest that Trilogic's current advert - the one mentioning the ESM was misleading to the extent that it was not true that the ESM enabled the EXPERT to stop programs no other similar product could stop. Well, forgive me for splitting my sides, but I could have sworn that the FF mk3B can't do quite a few games eg WAR, Terra Cresta, Scooby Doo etc that can be done by the EXPERT + ESM. As for deciding to change their advert - my guess is that at last someone has complained to the Advertising Standards Authority. It just goes to show that this type of misleading, widely exaggerated advertising can backfire. Justice at last.

Another incredible but true story about the suppliers of Action Replay. A leaflet just received explains how to do Iridis Alpha using your Action Replay. Wait for it......

You have actually to take your computer apart, locate a chip inside, remove the chip and bend one pin up or cut the pin if the chip is soldered in, and finally, solder a switch to the cut or bent pin. Having done all this, it is then pointed out that you have just invalidated your guarantee.

I bet Trilogic wish they'd thought of this bodge - you can imagine all the bills they'd be receiving for customers computer repairs. You see, the chip in question is sensitive to static, and disconecting any pin means that just by touching it with a finger after you have walked across a nylon carpet is virtually guaranteed to zap it with thousands of volts of static electricity with obvious results.

The trouble with static sensitive chips is that the damage is not always apparent - they can work okay for hours, days or months but suddenly fail without warning leaving you with a bill for £30 pounds or so. It is worth mentioning that the cartridge port is connected directly to several chips and so it is not a good idea to go poking about in it even if the computer is turned off for this reason. Even cartridges themselves can be damaged in the same way if you touch the exposed edge connector tracks. If you must go tappering with your computer and peripherals, discharge any static build-up first by touching some earthed metal object placed adjacent to your equipment.

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THE NEXT UPGRADE - MORE DETAILS OF V1.9/2.9, ISSUE DATE 01-01-87

The next upgrade is a new operating system which has been written by a freelance professional programmer. For the usual upgrade charge ,it is a give away. The main improvements are:-

1) AUTOMATIC Q VALUE FINDER - BRILLIANT

When you type Q (return) the operating system searches for a free block by itself, and then assigns it the appropriate Q value. You can change the Q value manually too.

2) THE R COMMAND - now even more useful.

This can now also be used to restart a program AFTER the Z command has been used.

3) NEW - THE B COMMAND - what a good idea.

This command produces a listing of any current Basic program exactly like typing LIST form Basic. You can use it to see if any part of a program is written in Basic and what that part is.

4) NEW -THE T COMMAND - often asked for.

This is the TRANSFER or move command for transferring or moving a specified area of memory to a different location.

5) NEW - THE U COMMAND - very useful.

This command converts a number from HEX to DECIMAL.

6) NEW - THE ? COMMAND - also very useful.

This does the opposite of the U command, ie it converts a number from DECIMAL to HEX.

7) NEW - THE K COMMAND - clever.

This is a special form of the HUNT command. It searches through the specified area of memory for any references to a particular byte. (rather than looking for the ACTUAL byte as happens with the Hunt command.)

There are many more commands in addition to those listed here - some are similar to the current ones, and some are new.

The other feature of the new operating system is that on entering the monitor, the contents of several important registers is now displayed. The O command can be used to redisplay them at any time.

We'll be taking a more in-depth look at the new monitor next month.

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Q.   R Lavidge of Bexleyheath, Kent, asks how to transfer Sanxion to disk.

A.   Well, you need an ESM module or a EXPERT + ESM to stop the game.
Switch the EXPERT on when the ESM light glows and press the ESM button
(not the RESTORE key) to stop the game.
Now change the Q value to 44 and then save it out as per usual.

Q.   T D Manning of North Thamesmead, London, asks how the "no blocks boot"
program works.

A.

The "No blocks boot" program, which occupies about 8 blocks,
actually resides on track 18 which is the track reserved for the BAM &
Directory. There are 19 blocks available on track 18. One, (sector 0) is
used for the BAM.
BAM stands for Block Availability Map and it records whether a block is
free or allocated to a file.
The remaining 18 are used for the directory. Each block holds 8 entries
so a total of 144 files could be saved on each disk (8*18). Obviously, when
used to hold back-ups of your programs, you will not normally have more than
about 5 or 6 files per disk. So only three, (at the very most) blocks are
used for the directory, leaving more than enough room for the 8 blocks which
are needed for the "No blocks boot". Incidentally, the maximum number of
files that can be loaded by the Boot program is 24.

Q. Mak 72(?) of 2 Eynon Mews, Cross Church Road, Ringwood, Hants,got his pet
spider to scrible this lot .....

How do I get the command #filename to work ?
There does not seem to be a memory move command ?
What's this multi-part option file on the master disk ?

What are you - thick or something - why don't you go buy a Spectrum ?
I suppose I'd better answer your questions - don't make a habit of
sending in so many - serves you right that your pen ran out 3 times and your
scribble is the worst I've seen so far. Here goes.......

A Well, you spotted the deliberate mistake in the EXPERT instruction book.
In fact, there should be NO space between the command and the filename.

A The lack of a memory move command is being rectified with the next
upgrade which will be available in January '87.

A The multi-part option is a file transfer/copier program which will
transfer some multi-part program data files from tape to disk.
Why don't you read the Multi-part instruction sheet then you wouldn't show
your ignorance - would you....??????

Quite a few of you ask which operating system to use - please see the
section on "POKES".

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POKES PAGE.   For all <u>your</u> cheats hints and tips

Thanks to all of you who sent in pokes and cheats - keep sending them in - we
will publish all we can. Please don't forget to state which operating system
you used if sending in a cheat.

How to enter the cheats/pokes. See the monitor instructions if you are unsure
about using the various commands.

     1) Stop the game using the ESM if necessary.
     2) Type in the cheat - Use the D command to "list" a line of the program
(put a full stop after the address to list only the one line) and then use
the cursor keys to locate the numbers to be changed and then overtype with
the values given in the cheat. When you press return, other parts of the line
may change too - this is okay.
     3) Alter the restart address using the / command where necessary.
     4) Restart the game by using the R command to test out the cheat.
     5) Alter the Q value if necessary <u>before</u> saving the game.
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<u>KORONIS RIFT</u> (V1.8/2.8)   From P Jackson. Tong, Nr Bradford.

For immortality stop the game and type:- F 083E 0840 EA (return)

<u>EIDOLON</u> (v1.7/2.7)   also from P Jackson of Tong.

for infinite energy type:-   F 5CEE 5CEE AD (return)

<u>ELIDON</u>   From Alan Ingham, Edgware, Middlesex.

For unlimited sets of wings stop the game and type:- D OBOF.
and alter the line to read:- OBOF EA EA EA DEC $ 0421

The following were sent in by Mr D Barnsley from Warley, W. Midlands.

<u>BOULDERDASH</u> 3.(v1.8/2.8)

for infinite lives:- D 876E and change the line to read:
                    D 876E EA EA
the Restart address is 8D67.

<u>PSYCASTRIA</u> (v1.8/2.8)
for infinite lives type: D 4F52. and change the line to read:
                    D 45F2 EA EA
Restart address is 4000

<u>1942</u> (v1.8/2.8)   For infinite lives.

Load the game, switch on the EXPERT & press Restore and type: D 16AE.
now change the line to read: D 16AE EA EA EA DEC $6F

'Pucker of Bucks' sent in an infinite lives cheat for <u>1942</u> - this is his
version.
change D 146E. to read D 146E EA EA EA CMP $ A5
Type R (return) to restart the game.

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Another from 'Pucker' to stop inter-sprite collision detections in
<u>NODES OF YESOD</u>.

type: D B01A and change it to read: D B01A EA EA EA LDA $ D01E
type: R (return) to restart it.

Here is poke from Frederic Kronestedt of Norsborg in Sweden.

Load and run <u>FIST 2</u>, stop the game and type:-
A 2556 LDA £$00 (return)
A 2558 LDA STA $ 0478 (return)
A 255B NOP (return)
Restart the game (R return)

What happens? don't ask us - it's up to you to find out.....

Thanks to Matt, Sergeant & Andrew for the following cheat.

<u>DROPZONE</u> (v1.7/2.7) infinite lives.
Load & run the game, press Restore to stop it and type: M OBF4.

change the line from: OBF4 CE B4 B8 20 90 A9 A9 00
                  to: OBF4 EA EA EA 20 90 A9 A9 00 (return twice)

R to restart as usual.

R Lavidge of Bexleyheath, in Kent has been busy - 3 cheats no less..

<u>CRAZY COMETS</u>. for unlimited lives type: D 9DAA. (return) and change the line
to:- 9DAA EA EA EA NOP (return twice). R to restart.

<u>WARHAWK</u>. for unlimited energy type: D 69D2. and change to:-
.69D2 A9 00 E7 LDA£$00 (return twice). This makes your craft invisible ?

<u>PARADROID</u>. for infinte energy type: D 143E and change the line to:
143E EA EA EA (return twice)

From Andy Grifo of Worsley, Manchester are these cheats for <u>INFILTRATOR</u>.
When on the ground mission - tap the Restore key and.....

for infinite bombs type: F 1C54 1C54 EA (return)
for infinite spray type: F 0D09 0D0B EA (return)
for infinite time type: F 24A7 24A9 EA (return)
                    and F 2498 249A EA (return)
                    and F 2442 2444 EA (return)
        and finally, R (return) to restart the game.

Another cheat just received form Andy is also for <u>1942</u> and converts
non-autofire joysticks to the auto-fire type when playing this game.

Type: F 0C7E 0C7E EA (return) then R (return)

Thanks to Alex Farnaby, of Middlesbrough, Cleveland for this cheat for:

<u>SENTINEL</u>. Use V1.7D/2.7D, stop the game on the first screen and type:

        D 1843. and use the cursor keys to change the line to read:
          1843 EA EA EA JSR $1A08 (return twice).
type R (return) to restart the game.
This cheat stops the SENTINEL & Sentries draining you of energy.

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Another cheat for this game from Alex is quite clever but more involved.
Find a vacant square and start to build boulders on top of each other. When
you run out of energy, tap RESTORE and type: D OCOA. The line should read:
,. OCOA xx   where xx is the amount of energy you have left. Change this
number using the cursor keys to not greater than 3F and press return. Now
restart the game with R (return) and keep buliding boulders to a greater
height. Now place your robot on the top so that you can look down on the
Sentinel and Sentries and absorb thenm easily.

Here is a cheat for PAPERBOY from a chap (name undecipherable) from
Sheffield.

Use V1.8/2.8, load and run the game and then stop it with RESTORE. Type:
D 29FA. and alter the line to read ,. 29FA EA EA EA (return twice)
After losing one life, you should have immortality.

MISCELLANEOUS CHEATS.

EQUINOX
for unlimited lives, type: D 34FB and change the line to:-
                          34FB EA EA EA DEC $19 (return twice)

NEW GAMES THIS MONTH. The following games need more than just a change of Q
value.

SCOOBY DOO. Use V1.7/2.7. Keep EXPERT 'on'. When monitor prompt appears
type:- Q 44 (return) and then save with Z command. Q FF may also work.

LEGEND of KAGE. Use V1.7/2.7. Turn EXPERT 'off' and load the game. Now turn
the EXPERT 'on' and press RESTORE.
Type: X (return)
      F DCO4 DCO4 E8 (return)
      / 0900 (return) then save in the usual way.

YIE AR KUNG FU 2. Use V1.7D/2.7D Load the game with the EXPERT switched off.
When fully loaded, switch on the EXPERT -the monitor prompt will appear
immediately.
Type: X (return)
      F DCO4 DCO4 E8 (return)
      / CBE3 (return) and save in the usual way.
Remember to keep the EXPERT switched off when reloading the game.

TERRA CRESTA
Follow the steps as for YIE AR KUNG FU 2 until the monitor is entered.
now type: X (return)
          F DC60 DC60 FF (return) and then save in the usual way

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WAR
ESM + EXPERT needed. Use V1.8/2.8 (turn the computer off and then on
first). Turn the EXPERT off before loading the game.
When the led on the ESM glows turn on the EXPERT and press the ESM button to
stop the game.

Q VALUES.

The following Q values list has been compiled by several Expert Users
- we cannot guarantee that the values are correct.
If you wish the game to start from the beginning when it is reloaded
from disk, alter the Restart address to that shown: to do this type:-

/NNNN   return   where NNNN is the Restart address shown.

Change the Q value and restart address <u>before</u> using the Z command.

SOME PROGRAMS MAY JUMP INTO THE MONITOR WHEN LOADED.

<u>UNLESS STATED, USE V1.7D/2.7D, OTHERWISE TRY V1.8/2.8</u>

PROGRAM NAME	Q VALUE	RESTART ADDRESS	NOTES
ROCK n WRESTLE	02		
FRANKIE GOES TO H'WOOD	02		
DOOMDARKS REVENGE	02		
EMPIRE	02		
PITSTOP 2	02		
RED HAWKE	02		
MR DO	02		
ROLAND'S RAT RACE	02		
ELECTROGLIDE	02		
DEATH WAKE	02		
VIDCOM 64	02		
BOMBO	04	970E	
TOUCH DOWN FOOTBALL	02		
KNIGHT GAMES	D4		
TAU CETI	02		
LEADER BOARD	D0	press play on tape	
GHOSTS N GOBLINS	02	0850	
PRACTICALC	D0		
BRUCE LEE	D0		
THE BOGGIT	D0		
REBEL PLANET	40	0FE9	
SPEEDKING	02		
ICUPS	D0	0810	
COLLAPSE	D0		
VELOCIPEDE 2	D0		
THE ART STUDIO	D0	62D8	LOAD GAME, SELECT SPRAY PAINT AND SPRAY ANYTHING ON SCREEN. PRESS RESTORE. ALTER RESTART ADDRESS AND Q VALUE AND THEN SAVE.
CLEAN UP TIME	D0		
NOMAD	05	1000	
METABOLIS	E3		
BOUNDER	02	0FC0	
MIAMI VICE	08		
IRIDIS ALPHA	04	4000	JUMPS INTO MONITOR WHEN LOADED
GALAXIBIRDS	D0	2800	
MISSION AD	D0		
ARAC	66		
VALHALLA	D0		
PARALLAX	02	013F	STOP THE GAME IMMEDIATELY
GREEN BERET	02		USE V1.8/2.8, KEEP DRIVE SWITCHED OFF UNTIL YOU PRESS RESTORE. SWITCH DRIVE OFF JUST BEFORE THE GAME RUNS AFTER RELOADING.

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DAN DARE                    EE
FANTASTIC FOUR              DE
ROOM TEN                   DO
SPIKEY HAROLD              04     7000   JUMPS INTO MONITOR WHEN LOADED
HOODOO VOODOO              DO     FCE2
WARHAWK                    02     6039
NINJA                      DO
STRIKE FORCE HARRIER              080C
TRIVIAL PURSUITS           59     MULTIPART. PRESS PLAY ON TAPE WHILST PLAYING
JACK THE NIPPER            DO     32B3

THE LEGEND OF SINBAD       04
ASTERIX                    02
TRAP                       44     1D54
HAPPIEST DAYS OF YR LIFE   07     BB60
HARVEY HEADBANGER          DO
W.A.R.                     50     017F   ESM MODULE NEEDED.
ALLEYCAT                   C1     0833   ESM NEEDED. STOP GAME ON FIRST SCREEN.
DRUID                      50     1400
DANTES INFERNO            DO     COOB

PAPER BOY                 E2
MISSION OMEGA             CO
BREAKTHRU                 DO
EREBUS                    38
COLOUR OF MAGIC PART 1    06
STRIKE FORCE COBRA        02
AMERICA CUP CHALLENGE     02
BAZOOKA BILL             44

SANXION                  44     1F98       ESM NEEDED.
WARRIOR II
DRAGON'S LAIR           53  .  15C8(DISK) 0252(TAPE) SWITCH EXPERT ON AT
                               HI-SCORE SCREEN

EQUINOX                 DO
HOLLYWOOD OR BUST        DA
ARCANA                  02
KNIGHT RIDER            08     CCD5
TRAP                    44     1D54
FIST 2                  C8
HIGHLANDER              DO     80A5
GLIDER RIDER            DO
VERA CRUZ PART 1 & 2    DO
ANTIRIAD                40     8009

LAW OF THE WEST         07
GALVAN                  04     9F65
TRIAL BLAZER            DO
SCOOBY DO              SEE "NEW GAMES"
TERRA CRESTA           "      "     "
YIE AR KUNG FU 2       "      "     "
LEGEND OF KAGE         "      "     "
SENTINEL               DO
HYPABALL               DO     0A40
ITS A KNOCKOUT
HANDBALL MARADONNA     07     4000
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NOTES This is obviously not a complete list of all the available games. If
you can't find your game listed then try using the default Q values which
are:- V1.7/2.7 = 02; V1.7D/2.7D = DO; V1.8/2.8 = DO. DO or 02 seem to work
for the majority of games, if problems still occur on reloading ,then 04 is
worth a try too. The next upgrade – V1.9/2.9 which has an automatic Q value
should make things a lot easier – available January 1987.

The Expert
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